

EDUCATION

Carnegie Mellon University Entertainment Technology Center, Pittsburgh, PA **MAY 2018**

- Majoring Entertainment Technology

Kookmin University, Seoul, Korea **MAR 2014**

- Bachelor's degree in Industrail Design

SKILLS

- Maya : Highly Skilled in modeling hard surface objects, using with nurbs and polygon
- Mudbox : Use freely to sculpt and draw textures
- V-Ray & Renderman : Enable to direct photo realistic lights and renderings

WORK EXPERIENCE

Dexter Studio, Seoul, Korea / Lighting Artist **JUL 2015 - APR 2016*****Leauge of Gods(2016)***

- Worked as a 3D lighting artist on the VFX project, managed both light setting and redering
- Worked with look developing and lighting assigned shots, rendered high quality image of CG humans, creatures, props and enviroments
- Autodesk Maya and Pixar's Renderman used for VFX project

Freelancer 3D Artist, Seoul, Korea / 3D Generalist **NOV 2014 - MAY 2016*****RC Car Racing(2016)***

- Worked as a 3D genralist for freelance project for VFXLAB, Seoul, Korea
- Created detailed and high quality of hard surface model and also worked on realistic texture for the RC Car
- Provided a Rigged data and sample animations to adjust and creat a realistic car animation

KIA1 Rifle(2016)

- Worked as a 3D modeler for freelance project for individual request, Seoul, Korea
- Created a prop gun model in high quality for 3D printing purpose

ACADEMIC PROJECTS

Entertainment Technology Center, Pittsburgh, PA / Building Virtual World **AUG 2016**

- Participated in building prototypes of VR projects in every two weeks
- As a 3D artist, provided character, props and enviroment assets for each projects
- Focused on making assests fast but meet the high quality in modeling, texturing, rigging and animation
- For Round 1, participated in creating a interactive VR experience of surviving in Jurssic Park using HTC Vive
As a 3D artist worked on modeling, texturing, rigging and animations of dinosaur, girl, props, and enviroments
- For Round 2, participated in creating a VR experience of interactive storybook using Oculus and Leap motion
As a 3D artist worked on modeling, texturing, rigging and animations of characters, props, and enviroments
- For Round 3, participated in creating a AR game of catching drgons using Google Tango
As a artist worked on modeling, texturing, rigging and animations of dragons, and also worked on GUI for the game

Samsung Mobile, Seoul, Korea / Academic Co-op Project **APR 2010 - MAY 2010**

- Participated in the eco-friendly design project launched by the mobile group of Samsung Electronics
- Designed recyclable mobile phone covers that incorporates the texture of nature (e.g., leaves, glacier) to enhance the feeling and acknowledgement of the aspect of nature to the users

Meta Design, Seoul, Korea / Product Desgin Intern **JAN 2010 - MAR 2010**

- Provided design ideas and plans to the firm, which was responsible for the public design of Seoul
- Conducted extensive market research and international benchmarking for the design, and also consulted the manufacturing firm for the implementation and installation
- Focused on designing the road signs and traffic signal panels which later installed in multiple areas of Seoul

OTHER INFORMATION

Military Service : Defense Intelligence Command, Ministry of National Defense, Korea **AUG 2010 - JUN 2012****Tools** : Autodesk Maya, Mudbox, V-Ray, Renderman, Adobe Photoshop, Aftereffects, The Foundry NukeX, Unity, PTGui